rocketfish™

Gaming Headset with 3D Sound

RF-GUV1201

User Guide

Gaming Headset with 3D Sound

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Important safety instructions

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with dry cloth.
7. Do not store near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
8. Unplug this apparatus during lightning storms or when unused for long periods of time.
9. To reduce the risk of fire or electric shock, do not expose this device to rain, moisture, dripping, or splashing.

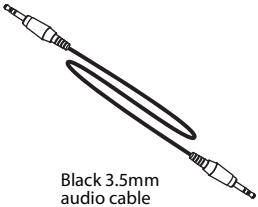
Features

- Compatible with:
  - PlayStation®3 (PS3™)
  - Xbox 360® and Xbox LIVE®
  - PC running Windows® 7, Windows Vista®, or Windows® XP
  - Mac® computer running OS X v10.2.8 and above
  - Stereo audio devices
- Incorporates SRS WOW® with SRS® TruBass®, and FOCUS® technologies to create 3D sound for the exciting, lifelike sound that gamers crave
- Light-weight and comfortable
- Unique rotating earcups provide a comfortable fit and flip up inside the headband for compact storage
- Versatile, noise-canceling, boom microphone that is flexible, and removable and fits in either earcup
- Thick, soft, breathable padding for hours of comfort
- Convenient in-line controls
- Separate volume controls for game and chat
- “All-mute” button on the headset instantly mutes all audio and chat

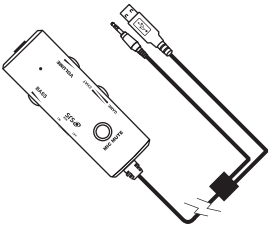
Package contents

Gaming Headset
with 3D sound

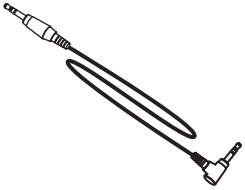
Microphone



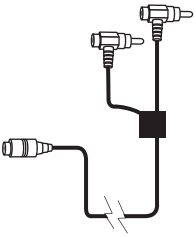
Black 3.5mm
audio cable



In-line headset control unit with
green 3.5mm audio cable and
USB cable connectors



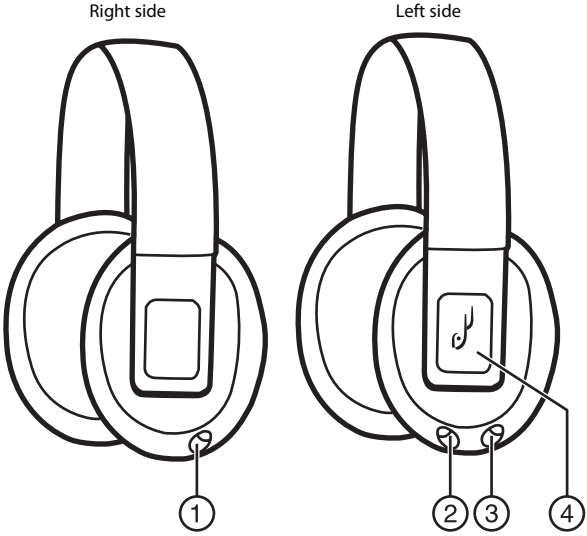
2.5mm Xbox chat
cable



10 ft. (3 m) RCA piggyback
to 3.5mm audio cable

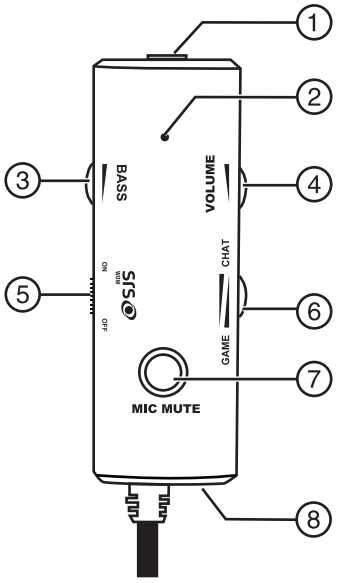
Note: *If your Xbox 360 is connected to a TV, monitor, or receiver using an HDMI cable, you may need the Microsoft HDMI audio adapter (sold separately). Some models of the Xbox 360 include this adapter.*

Headset jacks and controls



#	Component	Description
1	Right microphone jack (MIC)	Plug the microphone into this jack.
2	Left microphone jack (MIC)	Plug the microphone into this jack.
3	Line In jack	Plug the black 3.5mm cable into this jack and into the 3.5mm jack on the in-line control unit, TV headphone jack, or other audio device.
4	MUTE ALL button	Press to mute all audio and chat. Press again to un-mute the audio and chat.

In-line control unit



#	Component	Description
1	3.5mm cable jack	Plug the black 3.5mm cable into this jack and into the **LINE IN** jack on your headset.
2	Mute indicator	Lights red when all audio and chat is muted. (The **ALL MUTE** button is on the headset.) Lights yellow when the microphone is muted.
3	BASS	Rotate to adjust the bass.
4	VOLUME	Rotate to adjust the overall volume.
5	SRS switch	Slide this switch to turn the SRS sound feature on or off.
6	CHAT/GAME VOLUME balance	Rotate to adjust the balance between the chat and game volume.
7	MIC MUTE	Press to mute the microphone. Press again to un-mute the microphone.
8	Xbox 360 chat cable jack	Plug the 2.5mm Xbox 360 chat cable into this jack and into the jack on the Xbox 360 controller.

Connecting to a PlayStation 3 (PS3)

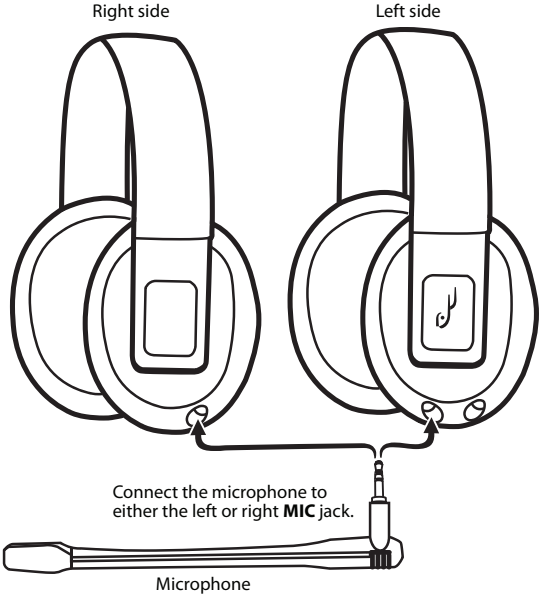
You can connect your headset to your PS3 in a variety of ways to receive PS3 audio:

- TV headphone jack or AV cable (see "Using a headphone jack or AV cable" on page 8)
- HDMI connection (see "Using an HDMI connection" on page 12)

Using a headphone jack or AV cable

To connect to a PS3 using a headphone jack or AV cable:

1 Plug the microphone into the left or right **MIC** jack on your headset. Twist the tip of the microphone so the sound holes face your mouth.



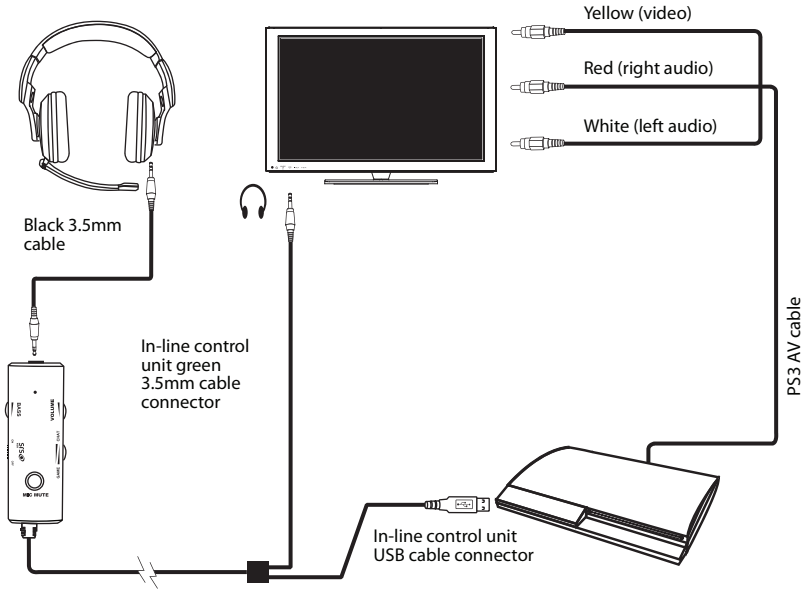
2 Choose your connection method.

If you want to connect the audio using a headphone jack on a TV, monitor, or receiver, complete the instructions in "Option A: Headphone jack connection method."

If you want to connect the audio using the PS3 AV cable, complete the instructions in "Option B: AV cable connection method" on the next page.

Option A: Headphone jack connection method

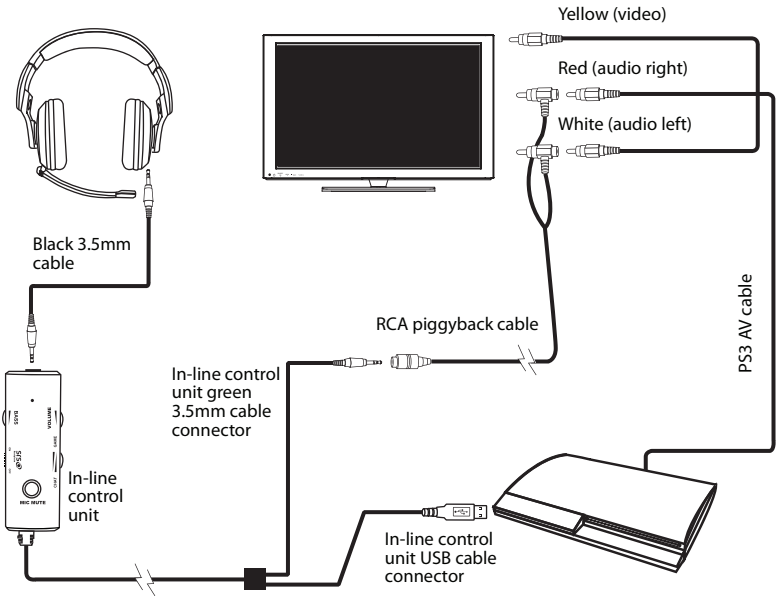
3 Make the connections shown in the following illustration. Go to "Setting up the Chat function" on page 11.



Option B: AV cable connection method

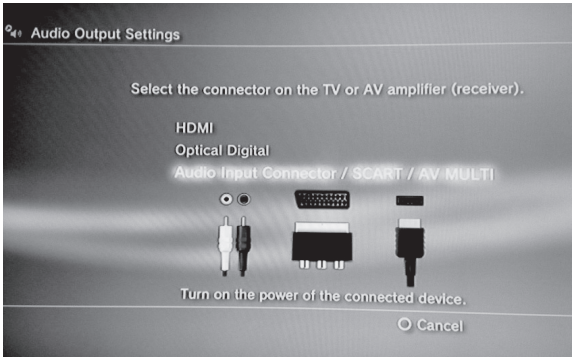
Step 3 (continued)

Make the connections shown in the following illustration.



4 Turn on your PS3, then open the PS3 *Settings* menu.

5 Select **Sound Settings**, then select **Audio Output Settings**. The *Audio Output Settings* menu opens.


Audio Output Settings
Select the connector on the TV or AV amplifier (receiver).
HDMI
Optical Digital
Audio Input Connector / SCART / AV MULTI
Turn on the power of the connected device.
Cancel

6 Select **Audio Input Connector / SCART / AV Multi** to send the audio to your headset.

7 Press **X** to save the setting.

8 Complete the Steps in the following section "Setting up the Chat function."

Setting up the Chat function

To set up the Chat function:

1 Turn on your PS3, then open the PS3 *Settings* menu.

2 Select **Accessory Settings**. The *Accessory Settings* menu opens.

3 Select **Audio Device Settings**. The *Audio Device Settings* menu opens.

4 Set the **Input Device** and **Output Device** settings to **Rocketfish Headset**.

5 Select **OK** to save your settings.

Your headset is ready to use.

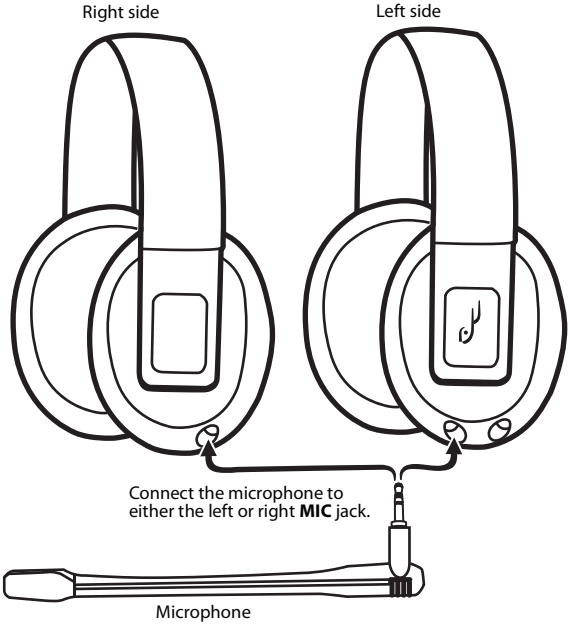
Using an HDMI connection

Note: *Connecting to a headphone jack is the easiest connection method.*

When your PS3 is connected to a TV, monitor, or receiver using HDMI, you can connect the audio using the TV's headphone jack (if available) or using the AV cable that came with your PS3.

To connect to a PS3 using an HDMI connection:

1 Plug the microphone into the left or right **MIC** jack on your headset. Twist the tip of the microphone so the sound holes face your mouth.



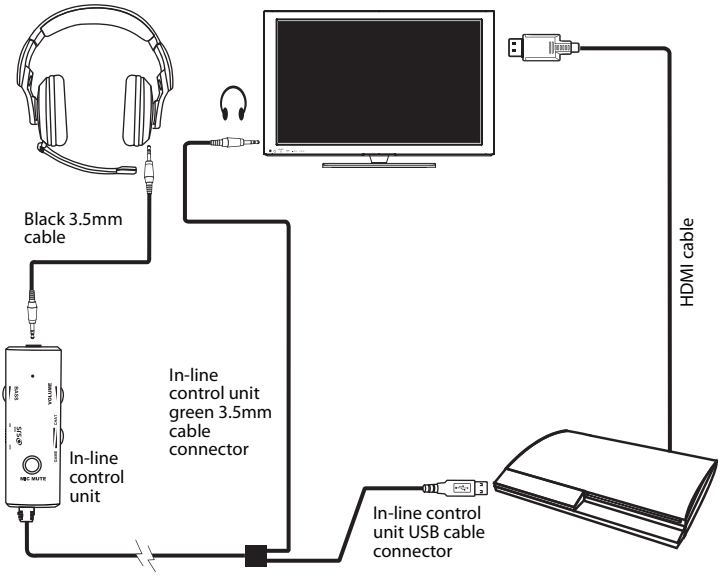
2 Choose your connection method.

If you want to connect the audio using a headphone jack on a TV, monitor, or receiver, complete the instructions in "Option A: Headphone jack connection method."

If you want to connect the audio using the PS3 AV cable, complete the instructions in "Option B: AV cable connection method" on the next page.

Option A: Headphone jack connection method

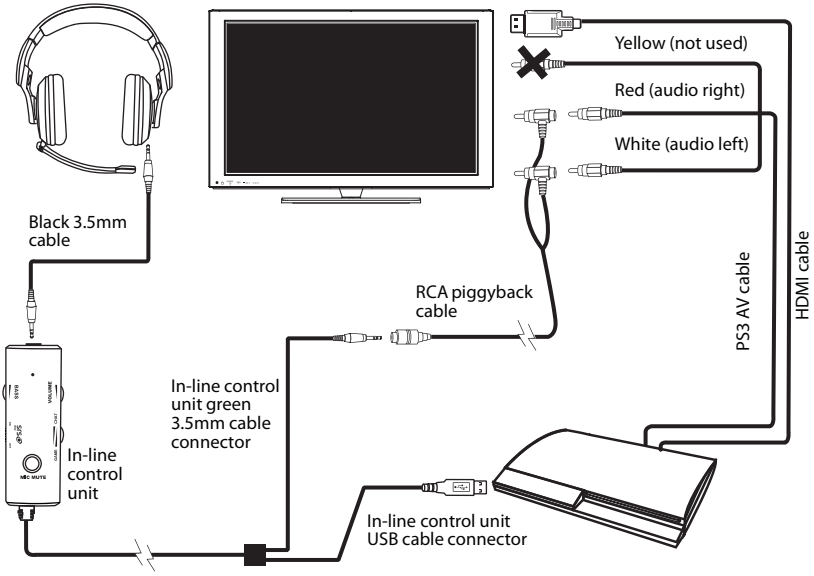
3 Make the connections shown in the following illustration. Go to "Setting up the Chat function" on page 15.


Black 3.5mm cable
In-line control unit green 3.5mm cable connector
HDMI cable
In-line control unit
In-line control unit USB cable connector

Option B: AV cable connection method

Step 3 (continued)

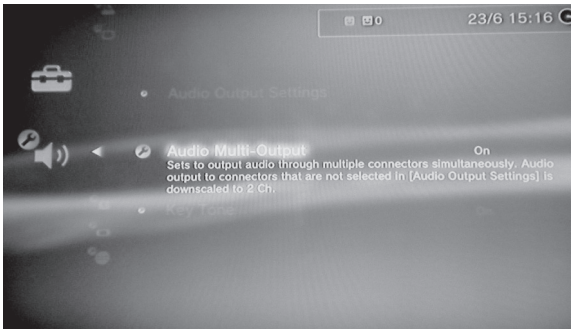
Make the connections shown in the following illustration.



4 Plug the USB connector on the in-line control unit into any open USB port on the PS3.

5 Turn on your PS3, then open the PS3 *Settings* menu.

6 Select **Settings**, **Sound Settings**, **Audio Multi Output**. This setting lets you use the standard PS3 AV cable that came with your PS3 simultaneously with an HDMI or digital (optical) audio output.


23/6 15:16
Audio Output Settings
Audio Multi-Output
On
Sets to output audio through multiple connectors simultaneously. Audio output to connectors that are not selected in [Audio Output Settings] is downscaled to 2 Ch.
Key Type

7 Complete the Steps in the following section "Setting up the Chat function."

Setting up the Chat function

To set up the Chat function:

1 Turn on your PS3, then open the PS3 *Settings* menu.

2 Select **Accessory Settings**. The *Accessory Settings* menu opens.

3 Select **Audio Device Settings**. The *Audio Device Settings* menu opens.

4 Set the **Input Device** and **Output Device** settings to **Rocketfish Headset**.

5 Select **OK** to save your settings.

Your headset is ready to use.

Connecting to an Xbox 360

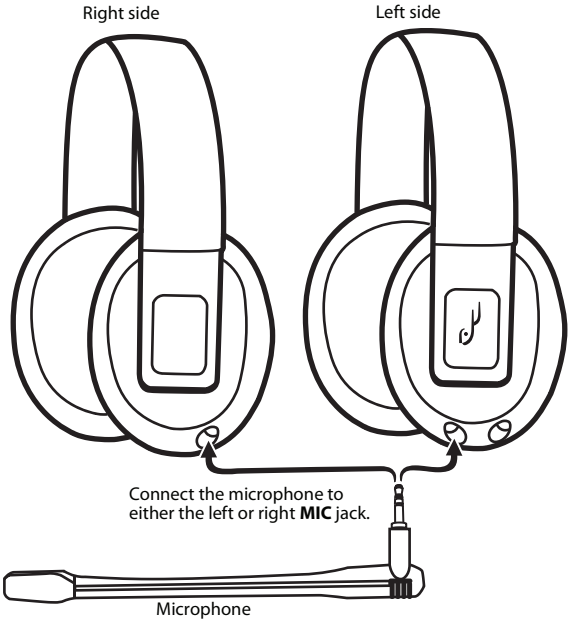
You can connect to an Xbox 360 using:

- TV headphone jack or AV cable (see "Using a headphone jack or AV cable" on page 16)
- HDMI connection (see "Using an HDMI connection with a headphone jack or audio adapter" on page 19)

Using a headphone jack or AV cable

To connect an Xbox 360 using a headphone jack or AV cable:

1 Plug the microphone into the left or right **MIC** jack on your headset. Twist the tip of the microphone so the sound holes face your mouth.



2 Choose your connection method.

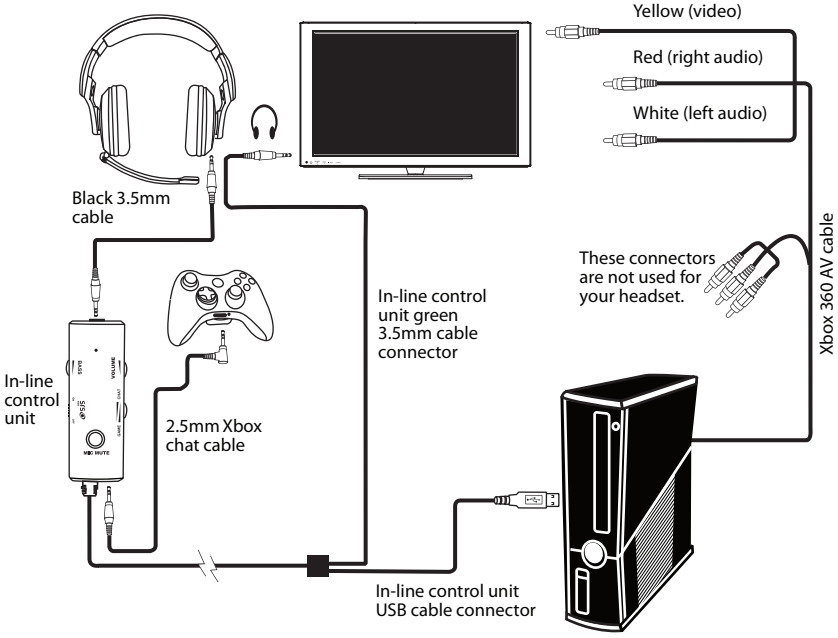
If you want to connect the audio using a headphone jack on a TV, monitor, or receiver, complete the instructions in "Option A: Headphone jack connection method."

If you want to connect the audio using the PS3 AV cable, complete the instructions in "Option B: AV cable connection method" on the next page.

Option A: Headphone jack connection method

3 Make the connections shown in the following illustration.

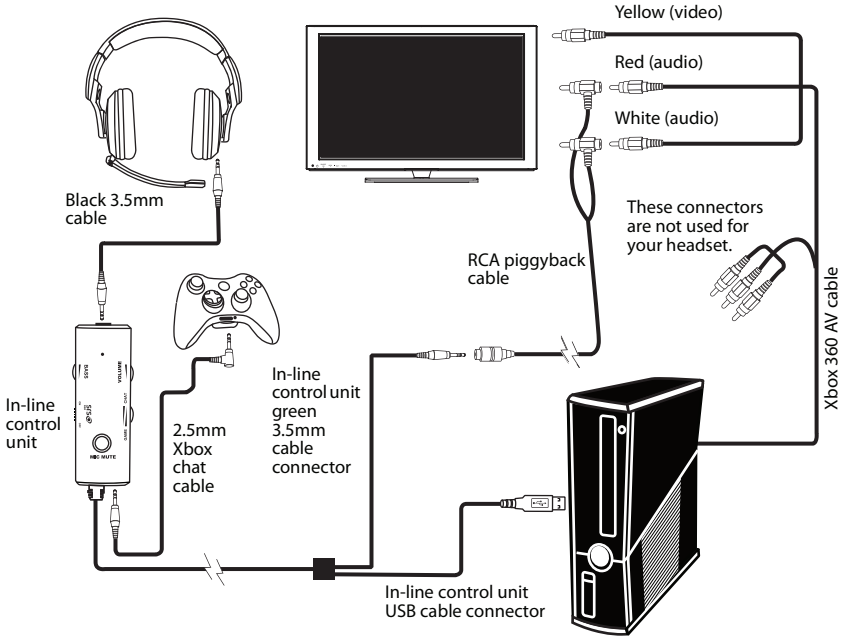
Your headset is ready to use.


Yellow (video)
Red (right audio)
White (left audio)
Black 3.5mm cable
These connectors are not used for your headset.
Xbox 360 AV cable
In-line control unit green 3.5mm cable connector
In-line control unit
2.5mm Xbox chat cable
In-line control unit USB cable connector

Option B: AV cable connection method

Step 3 (continued)

Make the connections shown in the following illustration. Your headset is ready to use.


Yellow (video)
Red (audio)
White (audio)
Black 3.5mm cable
These connectors are not used for your headset.
RCA piggyback cable
Xbox 360 AV cable
In-line control unit
2.5mm Xbox chat cable
In-line control unit green 3.5mm cable connector
In-line control unit USB cable connector

Using an HDMI connection with a headphone jack or audio adapter

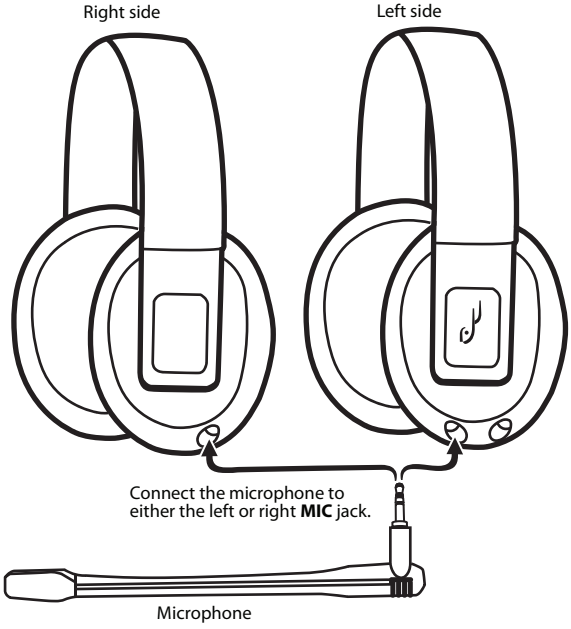
Note: *Connecting to a headphone jack is the easiest connection method.*

When your Xbox 360 is connected to a TV, monitor, or receiver using HDMI, you can connect the audio using the TV's headphone jack (if available) or using the AV cable jack on your Xbox 360 to connect the sound.

Note: *If you use the Xbox 360 AV cable, you need the Microsoft HDMI audio adapter (sold separately). Some models of the Xbox 360 include this adapter.*

To connect an Xbox 360 using an HDMI connection with a headphone jack or AV cable:

1 Plug the microphone into the left or right **MIC** jack on your headset. Twist the tip of the microphone so the sound holes face your mouth.



2 Choose your connection method.

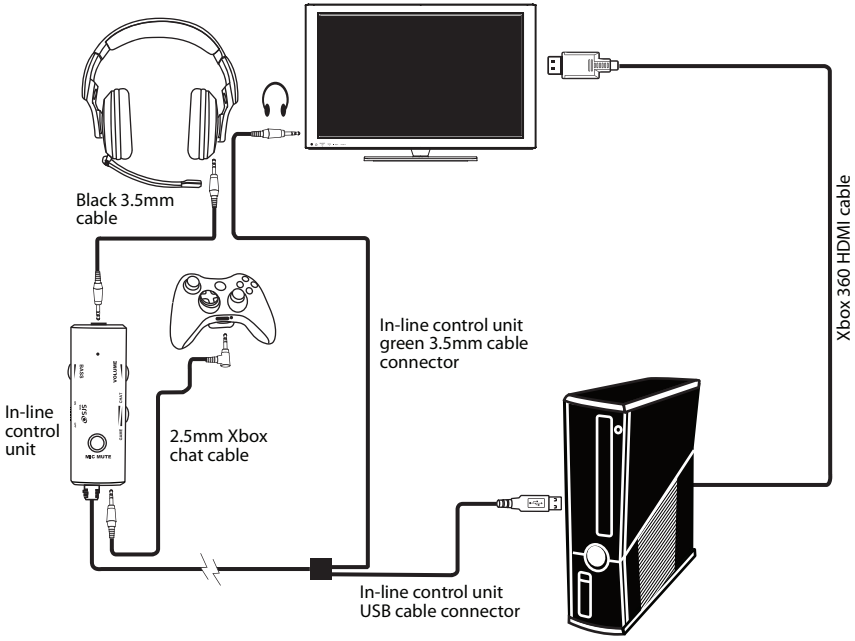
If you want to connect the audio using a headphone jack on a TV, monitor, or receiver, complete the instructions in "Option A: Headphone jack connection method."

If you want to connect the audio using an HDMI audio adapter (sold separately), complete the instructions in "Option B: HDMI audio adapter connection method" on the next page.

Option A: Headphone jack connection method

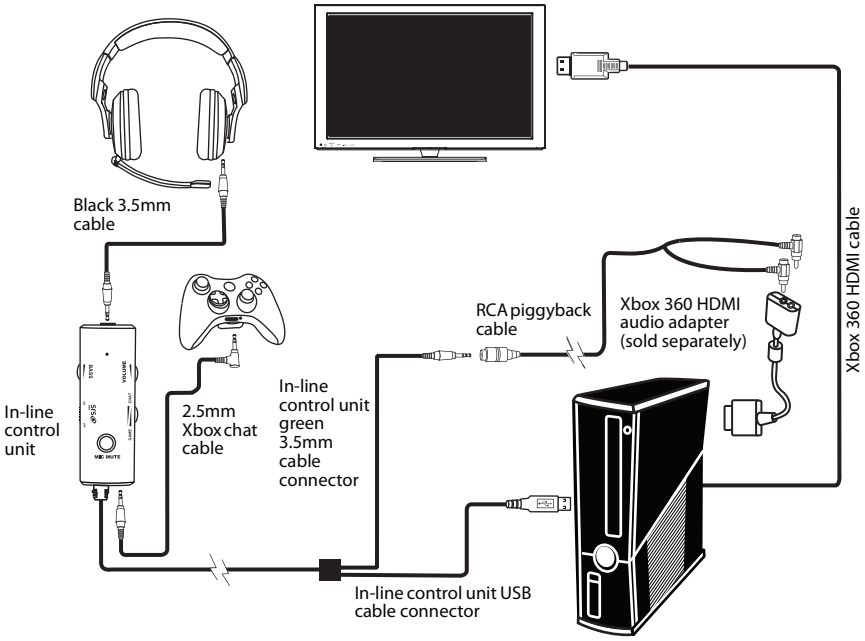
3 Make the connections shown in the following illustration.

Your headset is ready to use.


Black 3.5mm cable
In-line control unit green 3.5mm cable connector
Xbox 360 HDMI cable
In-line control unit
2.5mm Xbox chat cable
In-line control unit USB cable connector

Option B: HDMI audio adapter connection method

Make the connections shown in the following illustration. Your headset is ready to use.


Black 3.5mm cable
RCA piggyback cable
Xbox 360 HDMI audio adapter (sold separately)
Xbox 360 HDMI cable
In-line control unit
2.5mm Xbox chat cable
In-line control unit green 3.5mm cable connector
In-line control unit USB cable connector

Connecting to a computer

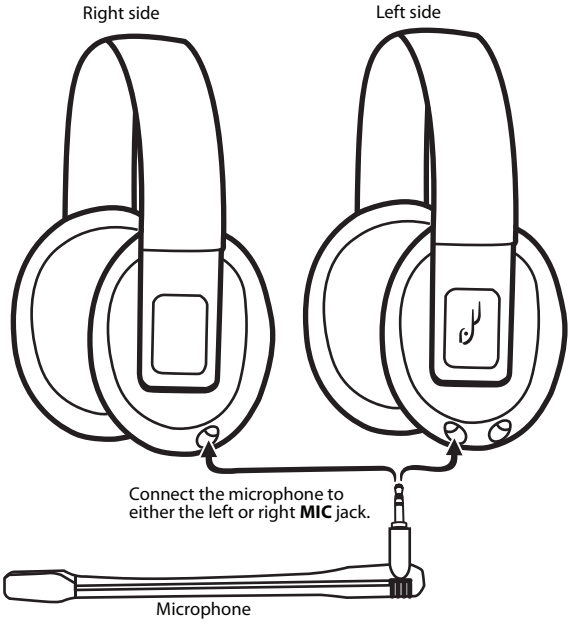
If your computer has a Windows operating system, go to “Windows 7, Windows Vista, or Windows XP” on page 22.

If your computer has a Mac operating system, go to “Mac OS X v10.2.8 and above” on page 25.

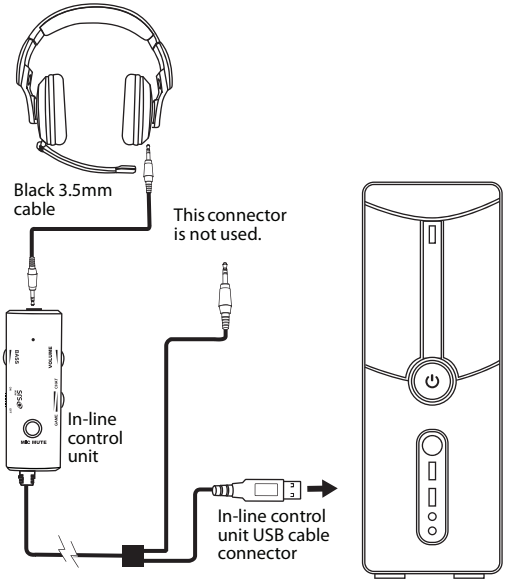
Windows 7, Windows Vista, or Windows XP

To connect to a Windows-based computer:

1 Plug the microphone into the left or right **MIC** jack on your headset. Twist the tip of the microphone so the sound holes face your mouth.



2 Make the connections shown in the following illustration.



3 Click **Start**, **Control Panel**, then click the icon that controls sound and audio devices. The *Sounds and Audio Devices Properties* dialog box opens.

Note: *Options may vary depending on the version of Windows you are using.*

4 Click the **Playback** tab.

5 Make a note of the default devices selected in the **Sound Playback** and **Sound Recording** lists. If you do not want the headset to be the default sound device for Windows sounds, you can reset the default devices to their original settings.

6 In the **Sound Playback** list, select **Rocketfish Headset**, then click the **Volume** button. The *Master Volume* dialog box opens.

7 Click **Options**, then click **Properties**. The *Properties* dialog box opens.

8 Click to check **Speaker**, **Wave**, and **Microphone**, then click **OK**.

9 Slide the **Speaker** and **Wave** sliders to the maximum settings. These settings determine the volume of the chat you hear. You can use the **CHAT VOLUME** control on the in-line control unit to adjust the chat volume.

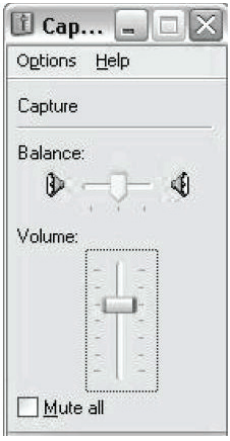
10 Slide the **Microphone** slider to adjust the microphone volume. This setting determines the volume of your voice that you hear in the headphone when you speak into the microphone. If the microphone volume is too low or too high, readjust the slider.

11 Click the **X** in the upper right corner of the dialog box to close the box.

12 Open the *Sounds and Audio Devices Properties* box again.

13 In the **Sound Recording** list, select **Rocketfish Headset**, then click the **Volume** button. The *Master Volume* dialog box opens.

14 Slide the **Mic Volume** slider to the middle setting. This setting determines the volume of your voice that others hear when you speak into the microphone.



15 Click the **X** in the upper right corner of the dialog box to close the box.

16 Position the microphone several inches away from your mouth so it does not overload when you speak. Try to balance the microphone position and the volume setting for optimum voice level.

17 If you do not want the headset to be the default device for Window sounds, go back to the *Sounds and Audio Devices* dialog box and set the default audio devices for playback and recording back to their original settings

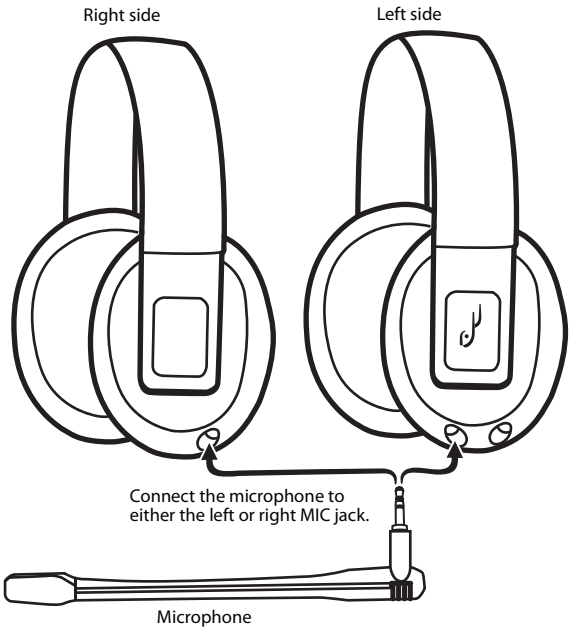
18 Close the open dialog boxes.

Your headset is ready to use.

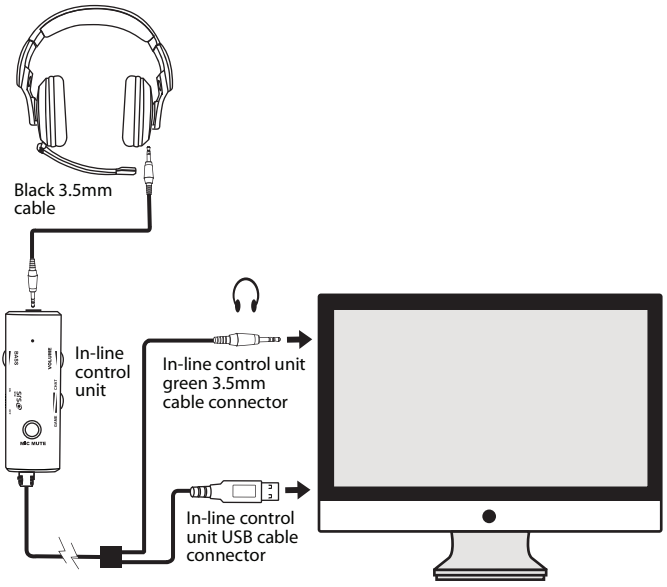
Mac OS X v10.2.8 and above

To connect to a Mac-based computer:

1 Plug the microphone into the left or right **MIC** jack on your headset. Twist the tip of the microphone so the sound holes face your mouth.



2 Make the connections shown in the following illustration.


Black 3.5mm cable
In-line control unit
In-line control unit green 3.5mm cable connector
In-line control unit USB cable connector

3 Click the Apple® menu icon and go to **System Preferences/Sound**.

4 Select the **Output** tab and make sure that the default audio device is set to **Rocketfish Headset**. If not, select **Rocketfish Headset**.

5 Set the **Output volume** slider on the bottom of the screen to the maximum. This setting determines the chat volume level. You can use the **CHAT VOLUME** control in-line control unit to adjust the volume.

6 Select the **Input** tab and make sure that the default microphone is set to **Rocketfish Headset**. If not, select **Rocketfish Headset**.

7 Set the **Input volume** slider to 75%. This setting determines the volume of your voice that others hear when you speak into the microphone.

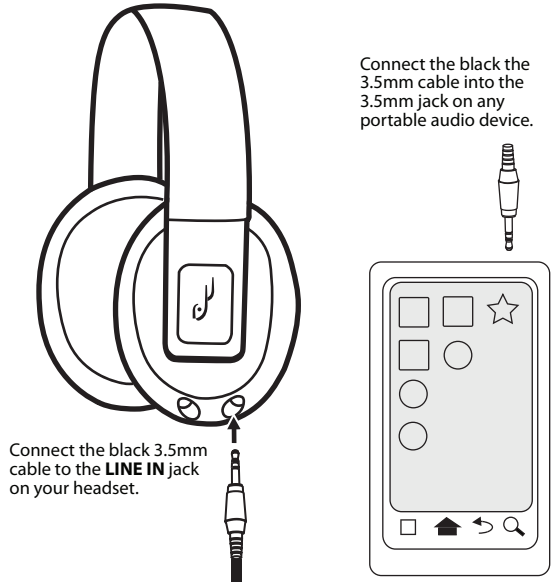
8 Close the open dialog boxes.

Your headset is ready for use.

Connecting to a portable audio device

To connect to a portable audio device:

1 Plug the black 3.5mm cable into the Line In jack on the left side of your headset and into the 3.5mm jack on any portable audio device.


Connect the black the 3.5mm cable into the 3.5mm jack on any portable audio device.
Connect the black 3.5mm cable to the **LINE IN** jack on your headset.

2 Turn on the audio device. Sound plays through your headset.

3 Adjust the volume using the volume controls on your portable audio device.

Note: *When you connect your headset to a portable audio device, the microphone does not work.*

Troubleshooting

Problem	Solution
No audio	• Make sure that the volume is not turned down or muted. • Make sure that the All-Mute feature is not turned on. When All-Mute is turned on, the mute indicator on the in-line control unit lights red. Press the **ALL MUTE** button on the left earcup to turn off All-Mute. The chat and game audio turn back on and the LED turns off. • Make sure that the sound on the connected device (such as a gaming console, computer, or audio device) is not muted or turned down too low. • Rotate the **CHAT/GAME VOLUME** control on the in-line control unit to adjust the balance towards the chat volume. • Make sure that all connections are connected correctly and securely.
Chat is not working on a PS3	• Make sure mute indicator on the in-line control unit is not yellow. If the mute indicator is yellow, press the **MIC MUTE** button to restore sound and turn off the mute indicator. • Rotate the **CHAT/GAME VOLUME** dial on the in-line control unit to adjust the balance between the game volume and the chat volume. • Make sure the USB connector on the in-line control unit cable is connected to PS3. • Refer to PS3 Section regarding the system setting for Chat.
Chat is not working on an Xbox 360	• Make sure mute indicator on the in-line control unit is not yellow. If the mute indicator is yellow, press the **MIC MUTE** button to restore sound and turn off the mute indicator. • Rotate the **CHAT/GAME VOLUME** dial on the in-line control unit to adjust the balance between the game volume and the chat volume. • Make sure the USB connector on the in-line control unit cable is connected to Xbox 360.

Specifications

Speakers	40mm neodymium
Frequency response	Headphones: 20 Hz to 20,000 Hz Microphone: 100 Hz to 8,000 Hz
Impedance	32 ohms

Legal notices

FCC Part 15

This device complies with Part 15 of the FCC Rules. Operation of this product is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply within the limits for a class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC warning

Changes or modifications not expressly approved by the party responsible for compliance with the FCC Rules could void the user's authority to operate this equipment.

Canada ICES-003 statement

This Class B digital apparatus complies with Canadian ICES-003.

SRS Labs, Inc.

SRS WOW

is a trademark of SRS Labs, Inc. WOW technology is incorporated under license from SRS Labs, Inc. WOW® significantly improves the playback quality of audio, delivering a dynamic 3D entertainment experience with deep, rich bass.

One-year limited warranty

Rocketfish Products ("Rocketfish") warrants to you, the original purchaser of this new product ("Product"), that the Product shall be free of defects in the original manufacture of the material or workmanship for one (1) year from the purchase of the Product ("Warranty Period"). This Product must be purchased from an authorized dealer of Rocketfish brand products and packaged with this warranty statement. This warranty does not cover refurbished Product. If you notify Rocketfish during the Warranty Period of a defect covered by this warranty that requires service, terms of this warranty apply.

How long does the coverage last?

The Warranty Period lasts for one year (365 days), beginning on the date you purchased the Product. The purchase date is printed on the receipt you received with the product.

What does this warranty cover?

During the Warranty Period, if the original manufacture of the material or workmanship of the Product is determined to be defective by an authorized Rocketfish repair center or store personnel, Rocketfish will (at its sole option): (1) repair the Product with new or rebuilt parts; or (2) replace the Product at no charge with new or rebuilt comparable products or parts. Products and parts replaced under this warranty become the property of Rocketfish and are not returned to you. If service of Products and parts are required after the Warranty Period expires, you must pay all labor and parts charges. This warranty lasts as long as you own your Rocketfish Product during the Warranty Period. Warranty coverage terminates if you sell or otherwise transfer the Product.

How to obtain warranty service?

If you purchased the Product at a retail store location, take your original receipt and the Product to the store you purchased it from. Make sure that you place the Product in its original packaging or packaging that provides the same amount of protection as the original packaging. If you purchased the Product from an online web site, mail your original receipt and the Product to the address listed on the web site. Make sure that you put the Product in its original packaging or packaging that provides the same amount of protection as the original packaging.

Where is the warranty valid?

This warranty is valid only to the original purchaser of the Product in the United States, Canada, and Mexico.

What does the warranty not cover?

This warranty does not cover:

- Customer instruction
- Installation
- Set up adjustments
- Cosmetic damage
- Damage due to acts of God, such as lightning strikes
- Accident
- Misuse
- Abuse
- Negligence
- Commercial use
- Modification of any part of the Product, including the antenna

This warranty also does not cover:

- Damage due to incorrect operation or maintenance
- Connection to an incorrect voltage supply
- Attempted repair by anyone other than a facility authorized by Rocketfish to service the Product
- Products sold as is or with all faults
- Consumables, such as fuses or batteries
- Products where the factory applied serial number has been altered or removed

REPAIR REPLACEMENT AS PROVIDED UNDER THIS WARRANTY IS YOUR EXCLUSIVE REMEDY. ROCKETFISH SHALL NOT BE LIABLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY ON THIS PRODUCT, INCLUDING, BUT NOT LIMITED TO, LOST DATA, LOSS OF USE OF YOUR PRODUCT, LOST BUSINESS OR LOST PROFITS. ROCKETFISH PRODUCTS MAKES NO OTHER EXPRESS WARRANTIES WITH RESPECT TO THE PRODUCT, ALL EXPRESS AND IMPLIED WARRANTIES FOR THE PRODUCT, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF AND CONDITIONS OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE WARRANTY PERIOD SET FORTH ABOVE AND NO WARRANTIES, WHETHER EXPRESS OR IMPLIED, WILL APPLY AFTER THE WARRANTY PERIOD. SOME STATES, PROVINCES AND JURISDICTIONS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH VARY FROM STATE TO STATE OR PROVINCE TO PROVINCE.

Contact Rocketfish:

For customer service please call 1-800-620-2790
www.rocketfishproducts.com

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